

Pixie – Cleric of Aslan

STR: 4 (23)	(+5+11)	Open Doors: 18(16)	Max. Press: 640 lbs	Weight Allowance: 500 lbs	Bend Bars/Lift Gates: 50%
INT: 13	Bonus Proficiencies: 3	Chance to Learn New Spell: 55%	Illusion Immunity: None	Max. Spell Level: 6th	
WIS: 19	Magic Defense Adjustment: +2	Bonus Clerical Spells: 3, 2, 2, 1, 0, 0, 0	Spell Immunity: Class 1	Clerical Spell Failure Chance: 0%	
DEX: 19	Missile Adjustment: +3	Reaction Adjustment: +3	Armor Class: -4		
CON: 16	System Shock: 95%	Resurrection Chance: 96%	Poison Save: +0	Hit Point Adjustment: +2	
CHR: 14	Initial Reaction Adjustment: +2	Loyalty Base: +1	Maximum Number of Henchmen: 6	Comeliness Adjustment: +1	
COM: 15	Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a <i>fascinate</i> spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.				
Luck: 9					

Class: Cleric
 Kit: None
 Level: 12
 XP: 922,031 : Next Level: 1,125,000
 Alignment: Chaotic neutral
 Hit Points: 51
 Age/Physical age: 30
 Height: 3'3"
 Weight: 43 lbs
 Eye Color: Green
 Hair Color: Forest Brown
 Sex: Male
 Race: Pixie
 Home Plane: Harn
 Home Village: The Meadow
 Family: Deceased

Saving Throws

Paralyzation: 3	Poison: 3	Death Magic: 3	Petrification: 6	Polymorph: 6
Rod: 7	Staff: 7	Wand: 7	Breath Weapon: 9	Spell: 8

Combat

Hit Points:	51
Base THAC0:	14
Melee THAC0:	9
Missile THAC0:	11

Armor

Natural armor class	5
Bracers of Defense AC 4	-1
Ring of Protection +3, 5-foot radius magic adj.	-3
DEX Defensive adj.	-4
FINAL:	-3

Weapon Proficiencies

Dagger
Dart
Short bow

Non-Weapon Proficiencies

Dancing	19
Fungi Recognition (CRE)	16
Herbalism	11
Hunting	18
Religion	19
Riding, Airborne	17
Spellcraft	11
Veterinary Healing (CRE)	16
Ancient Languages	13
Gnome - forest dialect	
Modern Languages	13
Overcommon (Arda Dialect 75%)	
Native Languages	
Harnic High Elf (High Dielect), Pixie, Sprite	
Reading/Writing	14
Overcommon	

Weapons

Weapon	THAC0		Attacks/ Round	Speed Factor	Damage		Type	Size	Range S/ PB	(-2) M /	(-5) L /	(-10) EX
	Melee	Missile			Small-Medium	Large						
Dagger, Dirk +4	7	9	1	2	1d4 +15	1d3+ 15	P	S	2	4	6	
Bow, Sprite		11	2	7			P	S	5	10	15	
Dart		11	3	2	1d3 +11	1d2+ 11	P	S	2	4	8	
Dart +1		10	3	1	1d3 +12	1d2+ 12	P	S	2	4	8	

Class Abilities

Cleric

Weapon allowance – Pixie Weapons.

Minor Spheres of Magic - Elemental, All

Major Spheres of Magic - All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun

Soothing Word, often in the form of a soft song, able to remove fear and influence hostile reactions (Peace, Mercy, Healing). (1x p/d).

Turn Undead (3x p/d)

Racial Abilities

Pixies stand about 2 ½ feet tall. When visible, they resemble small elves, but with longer ears. Pixies have two silver wings, like those of moths. They wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes. Pixies speak their own language, Common, and the language of sprites.

Combat: Pixies carry sprite-sized swords and bows. They use three types of arrows, and shoot them with a +4 bonus to the attack roll. Besides standard sprite sleep-arrows, pixies use a war arrow, which inflicts 1d4+1 points of damage, and an arrow which does no physical harm to the target. Those hit by this arrow must make a successful saving throw vs. spell, or suffer complete loss of memory which can be restored only by a heal or a limited wish.

Pixies can, once per day, use each of the following magical powers, as if they were 8th-level mages: polymorph self, know alignment, dispel magic, dancing lights, and ESP. They can also do the following once per day: become visible for as long as they desire; create illusions with both audial and visual components; and cause confusion by touch. Their illusions require no concentration and last until magically dispelled. A creature attacked with confusion must make a successful saving throw vs. spell, or suffer its effects until a remove curse is applied. One pixie in 10 can use Otto's irresistible dance, also once per day.

Because pixies are normally invisible, opponents suffer a -4 penalty to attack rolls. A successful dispel magic against 8th-level magic makes any pixies, in its area of effect, visible for one round, then they automatically become invisible again. They attack while invisible without penalty.

Habitat/Society: Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They are pranksters and they love to lead travelers astray. They use their illusion powers to accomplish this, hence the expression "pixie-led" for one who has lost his way. They like to frighten maidens, rap on walls, blow out candles, and play in water.

Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they do not. Pixies carry no treasure, but sometimes have a hoard in their lair to impress visitors. Pixies use treasure to taunt greedy people, and then play merciless pranks on them until they abandon their search for the pixies' fortune. If the victim shows no greed and exhibits a good sense of humor about their pranks, the pixies may allow that individual to choose one item from their hoard.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies. Their life span is about 300 years.

Ecology: Pixies eat fruits and nectar. The most famous by-product of pixies is pixie dust, also known as dust of disappearance. Crushing 50 pixie wings into a fine powder creates one dose of dust of disappearance. Naturally, pixies frown on this use of their wings.

Inventory

Daily Food and Lodging

Bread (loaf)

Items Carried

Backpack

Figs x10

Bag of Holding, 250 lbs.

Bow, Sprite

Candle x2

Cube of Force x2

Dart x20

Dart +1 x8

Incense of Meditation

Magnifying glass

Map or scroll case

Musical instrument (small)

Papyrus (per sheet)

Potion of Extra-healing x2

Potion of Healing

Scroll of Protection from Dragon Breath

Scroll of Protection from Undead

Items Readied

Dagger, Dirk +4

Items Stored

Diamond (10 gp) x12

Diamond (1000 gp)

Emerald (10 gp) x8

Fishhook

Ink

Quill

Ruby (10 gp) x9

Ruby (100 gp)

Items Worn

Belt

Boots, soft

Bracers of Defense AC 4

Buckle, common

Girdle of Cloud Giant Strength

Gloves

Good cloth cloak

Ring of Protection +3, 5-foot radius

Spare clothing, Common

Tunic

Spending Money

* Copper Pieces x316

* Gold Pieces x52

* Silver Pieces x258

Spells

Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Cleric	9	7	7	4	2	2			
Cleric Spell Failure Rate: 0%					Maximum Wizard Spells Per Level: 9				
Wizard Chance to Learn New Spell: 55%					Maximum Wizard Spell Level: 6th				

Spells Memorized

Cleric
0th Level
1st Level
Cure Light Wounds
Detect Undead
Leaf into Dagger
Light
Orison
Putrefy Food and Drink
Speak With Astral Traveler
Spittle
Sunscorch
2nd Level
Casting Out
Chant
Cure Moderate Wounds
Enthrall
Heal Spirit
Lionheart
Speak With Animals
3rd Level
Continual Light
Cure Blindness or Deafness
Cure Disease
Remove Curse
Starshine
Stone Shape
Unearthly Choir*
4th Level
Abjure
Call Woodland Beings
Cure Serious Wounds
Moonbow
5th Level
Rainbow
Raise Dead
6th Level
Heal
Word of Recall

Cleric Spells Granted

Spell	Time	Range	Area of Effect	Components
1st Level				
Analyze Balance	1 rd	80 yds	1 creature, object, or 10' sq	V, S, M
Assess Value	4	Touch	1 object	V, S
Astral Celerity	4	0	The caster	V, S
Beast Tattoo	1 rd	0	The caster	V, S, M
Bless	1 rd	60 yds	50-ft cube	V, S, M
Blessed Watchfulness	4	Touch	Creature touched	V, S
Call Upon Faith	1	0	The caster	V, S, M
Cause Blindness	1 round	Touch	Creature touched	V, S
Cause Fear	1	10 yds	1 creature	V, S
Cause Light Wounds	5	Touch	Creature touched	V, S
Ceremony (Druid)	1 hr	Touch	1 creature, item, or area	V, S, M
Cleanse	1	0	The caster	V, S, M
Cloak of Dark Power	4	0	The caster	V, S
Combine*	1 rd	Touch	Circle of priests	V, S
Command	1	30 yds	1 creature	V
Create Water	1 rd	30 yds	Up to 27 cubic ft	V, S, M
Cure Light Wounds	5	Touch	Creature touched	V, S
Curse	1 rd	60 yds	50-ft cube	V, S, M
Darkness	4	120 yds	20-ft radius globe	V, S
Destroy Water	1 rd	30 yds	Up to 27 cubic ft	V, S, M
Detect Balance	1	60 yds	1 object or creature per rd	V, S, M
Detect Evil	1 rd	0	10 ft x 120 yds	V, S, M
Detect Good	1 rd	0	10 ft x 120 yds	V, S, M
Detect Magic	1 rd	0	10 ft x 30 yds	V, S, M

Detect Poison	4	0	Special	V, S, M
Detect Snares & Pits	4	0	10 x 40 ft	V, S, M
Detect Undead	1rd	0	60ft + 10ft/level	V, S, M
Detect Untruth	1	30 yds	1 creature	V, S, M
Dispel Darkness	1	20 yds	Sphere, up to 30-ft radius	V, M
Dispel Fatigue	4	30 yds	1 creature	V, S, M
Divine Bloodline	4	Touch	Creature touched	V, S, M
Divine Romantic Interest	1 rd	Touch	Creature touched	S
Doom Curse	1 rd	Special	1 creature	V, S
Ebony Hands	4	0	The caster	V, S, M
Empathy	1 rd	0	10-ft wide path, 30 ft long	V, S, M
Endure Cold/Endure Heat	1 rd	Touch	Creature touched	V, S
Eternal Sleep	1 rd	Touch	1 dragon corpse	V, M
Excellent Night Vision - CNWW	6	Touch	1 creature	V, S, M
Firelight	4	Touch	1 object	V, S, M
Foresight	4	200 yds	1 creature	V, S, M
Frost Fingers	3	0	The caster	V, S
Hunt Nemesis	1-4 days	Touch	Special	V, S, M
Invisibility to Undead	4	Touch	1 creature	V, S, M
Know Faction	1	20 yds	Special	V, S
Know History	1 rd	Special	1 creature or object	V, S, M
Leaf into Dagger	4	Touch	Leaf touched	V, S, M
Light	4	120 yds	20-ft radius globe	V, S
Locate Animals	1 rnd	0	2" path 2" long / level	V, S, M
Locate Animals or Plants	1 rd	100 yds + 20 yds/lvl	20 yds/lvl x 20 ft	V, S, M
Log of Everburning	1	Touch	Special	V, S

Magical Stone	4	Touch	3 pebbles	V, S, M
Measure Cinnabryl	2	10 ft	1 item of cinnabryl	V, S, M
Mending	4	30 yds	1 object	V, S, M
Mistake	4	0	The caster	V, S, M
Orison	4	10 yds	Varies	V, S
Painful Wounds - CNWW	4	0	Creature touched	V, S, M
Petrify Wood	1	Touch	Weapon(s) touched	V, S, M
Portent	1 turn	Touch	Creature touched	V, S, M
Pressure Resistance	4	Touch	Creature touched	S, M
Protection From Evil	4	Touch	1 creature	V, S, M
Protection From Good	4	Touch	1 creature	V, S, M
Purify Food & Drink	1 rd	30 yds	1 cubic ft/lvl, in 10 sq ft	V, S
Putrefy Food and Drink	1 rd	30 yds	1 cubic ft/lvl, in 10 sq ft	V, S
Rainshield	1	0	2-ft radius	V, S
Regenerate Light Wounds	5	Touch	Creature touched	V, S
Remove Fear	1	10 yds	1 creature/4 lvls	V, S
Ring of Hands*	5	0	Special	V, S
Ring of Woe*	5	0	Special	V, S
Sacred Guardian	1	Touch	Creature touched	V, S, M
Sanctuary	4	Touch	1 creature	V, S, M
Sentry of Gorm	1 hr	0	120-ft-diameter sphere	V, S, M
Sentry of Helm	1 hr	0	120-ft-diameter sphere	V, S, M
Shillelagh	2	Touch	1 oak club	V, S, M
Speak With Astral Traveler	1 rd	Touch	1 creature	V, S
Speak With Avians	4	0	1 avian within 30 ft	V, S
Speak With Birds	4	0	1 avian within a 30-ft radius	V, S

Speak with Animals (D)	3 seg	0	1 animal within 30 ft	V, S
Spittle	1	10 yds	1 creature	S
Steelskin	4	Touch	Creature touched	V, S, M
Strength of Stone	4	Touch	1 creature	V, S, M
Sunscorch	4	40 yds	1 creature	V, S
Truemetal	4	10 yds	A 30-ft radius, 90-degree arc in the direction the caster is facing	S
Waterfloat	1	10 yds/level	10-ft cube	V, S, M
Weapon Bless	1 turn	Touch	1 weapon	V, S, M
Wind Column	1	0	The caster	S
2nd Level				
Aid	5	Touch	1 creature	V, S, M
Alicorn Lance	5	0	The caster	V, S, M
Astral Awareness	5	0	The caster	V, S
Augury	2 rds	0	Special	V, S, M
Barkskin	5	Touch	1 creature	V, S, M
Battle Song	5	60 yds	50-ft cube	V, S
Bonewood	1	Touch	Weapon(s) touched	V, S, M
Casting Out	1 turn	10 yds	1 spirit	V, S
Cause Moderate Wounds	5	Touch	Creature touched	V, S
Chant	2 rds	0	30-ft radius	V, S
Chill Metal	5	40 yds	Special	V, S, M
Commune With Lesser Spirit	1 turn	10 ft	Special	V, S, M
Contact Home Power	1 turn	Unlimited	The caster	V, S, M
Contain Spirit	1 rd	10 yds	1 spirit	V, S, M
Create Holy Symbol	2	0	The caster	V

Cure Moderate Wounds	5	Touch	Creature touched	V, S
Cure Scurvy	5	Touch	1 creature/level	V, S, M
Death Talisman	1 rd	Touch	1 object	V, S, M
Detect Charm	1 rd	30 yds	1 creature/rd	V, S
Detect Insanity	1rd	30yds	1 creature/round	V, S, M
Detect Life	1 rd	10 ft/level	1 creature	V, S, M
Disentangle	5	80 yds	1 creature	V
Draw Upon Holy Might	2	0	The caster	V, S, M
Dust Devil	2 rds	30 yds	5 x 4 ft cone	V, S
Enthrall	1 rd	0	90-ft radius	V, S
Enthrall (Shukenja)	1 rd	0	90-ft radius	V, S
Ethereal Barrier	1 turn	120 yds	Two 10-ft sqs/lvl	V, S, M
Exorcism	1 turn/HD of spirit	Special	1 spirit	V, S, M
Feign Death (D)	1/2	Touch	Person touched	V
Find Traps	5	0	10 ft x 30 yds	V, S
Fire Trap	1 turn	Touch	Object touched	V, S, M
Fist of Faith	5	10 yds	1 being	V, S
Flame Blade	4	0	3-ft long blade	V, S, M
Fortifying Stew	5	Touch	1 bowl of stew, etc/level	V, S, M
Free Will	5 or special	Touch	Creature touched	V, S
Glyph of Revealing	5	0	120-ft-diameter sphere	V, S, M
Heal Spirit	1 rd	10 yds	1 spirit	V, S, M
Hear Heartbeat	1 rd	0	10 ft/level radius	V, S, M
Heat Metal	5	40 yds	Special	V, S, M
Hold Person	5	120 yds	1d4 persons in 20-ft cube	V, S, M
Horns of Hathor	6	0	The caster	V, S, M
Iron Vigil	1 turn	0	The caster	V, S

Know Alignment	1 rd	10 yds	1 creature or object	V, S
Lionheart	5	10 yds	1 creature/3 levels	V, S, M
Locate Plants	1 rnd	0	1" diameter/level circle	V, S, M
Mace of Xvim	5	0	Creates 1 mace	V, S, M
Music of the Spheres	4	50 yds	20-ft diameter circle	V, S, M
Mystic Transfer*	1 rd	0	The caster	V, S
Obscure Alignment	1 rd	10 yds	1 creature or object	V, S
Produce Flame	5	0	Special	V, S
Protection From Orisons	1 rd	Touch	Creature or object touched	V, S
Protection From Spirits	1 rd	Touch	5-ft radius	V, S, M
Reflecting Pool (D)	2 hrs	10 yds	Special	V, S, M
Request	3 turns	0	1 spirit	V, S, M
Resist Acid and Corrosion	5	Touch	Creature touched	V, S
Resist Fire/Resist Cold	5	Touch	1 creature	V, S, M
Resist Turning	5	Touch	30-ft diameter circle around creature or object touched	V
Restore Strength	5	Touch	Creature touched	V, S
Sanctify*	1 turn	10 yds	10 yd x 10 yd sq/priest	V, S, M
Silence, 15-foot Radius	5	120 yds	15-ft radius	V, S
Siren Song	2 rds	300 ft	Special	V, S, M
Slow Poison	1	Touch	1 creature	V, S, M
Slow Poison (Shukenja)	1	Touch	Creature touched	V, S, M
Soften Earth and Stone	5	10 yds/lvl	10-ft sq/lvl	V, S, M
Speak With Animals	5	0	1 animal within 30 ft	V, S
Speak With Sea Creatures	5	0	1 animal within 30 ft	V, S
Spiritual Blade	5	10 yds/lvl	Special	V, S, M

Spiritual Hammer	5	10 yds/lvl	Special	V, S, M
Summon Undead - CNWW	1 turn	Special	100 foot / level	V, S, M
Touchsickle	5	0	The caster	V, S
Udetectable Alignment	1 rd	10 yds	1 creature or object	V, S
Undetectable Charm	1 rd	30 yds	1 creature/rd	V, S
Warning	2	Touch	10-ft radius around creature touched	V, S, M
Watery Fist	5	60 yds	Special	V, S, M
Weapon Shift	5	Touch	1 weapon	V, S, M
Withdraw	5	0	The caster	V, S
Wyvern Watch	5	30 yds	10-ft radius	V, S, M
3rd Level				
Air Breathing	6	Touch	1 creature	V, S
Animate Dead	1 rd	10 yds	Special	V, S, M
Astral Window	3	5 yds	10' x 10' area	V, S
Bestow Curse	6	Touch	Special	V, S
Bestow Minor Curse	4	Touch	Creature touched	V, S
Bird of Prey	6	60 yds + 10 yds/level	1 creature	V, S
Boon of Fortune	6	Touch	Creature touched	V, S, M
Call Spirit	1 turn	10 ft	1 dead human or demihuman	V, M
Cause Blindness or Deafness	1 rd	Touch	1 creature	V, S
Cause Disease	1 rd	Touch	1 creature	V, S
Continual Darkness	6	120 yds	60-ft radius	V, S
Continual Light	6	120 yds	60-ft radius	V, S
Converse with Sea Creatures	3	0	10-yd radius/level	V, S, M
Create Food & Water	1 turn	10 yds	1 cubic ft/lvl	V, S
Cure Blindness or Deafness	1 rd	Touch	1 creature	V, S

Cure Disease	1 rd	Touch	1 creature	V, S
Death's Door	6	Touch	Creature touched	V, S, M
Detect Scrying	3	0	120 ft radius	V, S, M
Detect Spirits	6	0	10 x 60 ft path	V, S, M
Dictate	6	30 yds	Up to 6 creatures in a 20-ft cube	V
Dispel Magic	6	60 yds	30-ft cube or 1 item	V, S
Dispel Silence	6	0	10-ft/level radius	S, M
Emotion Control	5	10 yds	1 creature/5 lvls of the caster within a 20' cube	V, S, M
Exaltation	1 rd	Touch	Creature touched	V, S, M
Extradimensional Detection	3	0	One 10'-wide path, 60 ft long	V, S
Feign Death	1/2	Touch	Person touched	V
Flame Walk	5	Touch	Creature(s) touched	V, S, M
Glyph of Warding	Special	Touch	Special	V, S, M
Glyph of Warding: Telatha	Special	Touch	Special	V, S, M
Hold Poison	1	Touch	Creature touched	V, S, M
Laughing Water	1 rd	Touch	Special	V, S, M
Lesser Spellson	1 rd	As spell created	As spell created	V, S
Line of Destruction*	1 rd	0	30-yd line	V, S, M
Line of Protection*	1 rd	0	30-yd line	V, S, M
Locate Object	1 turn	60 yds + 10 yds/lvl	1 object	V, S, M
Magical Vestment	1 rd	0	The caster	V, S, M
Marthammor's Thunderbolts	6	40 yds + 10 yds/level	Special	V, M
Meld Into Stone	6	0	The caster	V, S, M
Mental Prowess	1	0	20-ft/level radius	V, S
Merciful Touch	6	Touch	Creature touched	V, S, M
Negative Plane Protection	1 rd	Touch	1 creature	V, S

Neutralize Poison (D)	7	Touch	1 creature or 1 cubic ft of substance/2 lvls	V, S
Obscure Object	1 turn	60 yds + 10 yds/lvl	1 object	V, S, M
Pass Without Trace, 10' Radius	1 rd	0	10-ft radius	V, S, M
Poison (D)	7	Touch	1 creature or 1 cubic ft of substance/2 lvls	V, S
Prayer	6	0	60-ft radius	V, S, M
Protection From Fire	6	Touch	1 creature	V, S, M
Pyrotechnics	6	160 yds	10 or 100 x fire	V, S, M
Remove Curse	6	Touch	Special	V, S
Remove Paralysis	6	10 yds/lvl	1d4 creatures in 20-ft cube	V, S
Repair Injury	1 turn	Touch	Creature touched	V, S
Revive Spirit	1 turn	10 yds	1 spirit	V, S, M
Sparkling Sword	1 rd or 1 rd/level	0	Caster's melee weapon	V, S, M
Speak With Dead	1 turn	1	1 creature	V, S, M
Speak With Dead (Shukenja)	1 turn	1 yd	1 creature	V, S, M
Speak With the Drowned Dead	6	Special	Special	V, S
Starshine	6	10 yds/lvl	10-ft sq/lvl	V, S, M
Stone Shape	1 rd	Touch	9 cubic ft + 1 cubic ft/lvl	V, S, M
Summon Animal Spirits	6	10 yds/lvl	Special	V, S, M
Sunblade	4 rds	0	Special	V, M
Sympathetic Magic I	1 rd	0	1 creature or object	V, S, M
Unearthly Choir*	5	0	Special	V
Unicorn Steed	1 rd	3 mi.	1 unicorn	V, S, M
Venom Immunity	6	Touch	1 creature	V, S
Water Breathing	6	Touch	1 creature	V, S
Water Walk	6	Touch	Special	V, S, M

Wind Servant	6	20 yds/lvl	Special	V, S
Éla's Blessing	1 rd	0	The caster	V, S, M
4th Level				
Abjure	1 rd	10 yds	1 creature	V, S, M
Addition	1 rd	30 yds	Special	V, S, M
Animal Summoning I	7	1 mile radius	Special	V, S
Awakening	7	0	Special	V, S
Babble	7	0	Caster	V, S
Blessed Warmth	4	Touch	Special	V, S
Boon of the God	1 rd	0	The caster	V, S
Call Aerial Beings	Special	100 yds/level	Special	V, S, M
Call Hounds	1 rd	10 ft radius	Special	V, S, M
Call Woodland Beings	Special	100 yds/lvl	Special	V, S, M
Cause Serious Wounds	7	Touch	1 creature	V, S
Cloak of Bravery	6	Touch	1 creature	V, S, M
Cloak of Fear	6	Touch	1 creature	V, S, M
Cure Serious Wounds	7	Touch	1 creature	V, S
Dark Aura	7	0	20 ft diameter/level	V, S
Detect Lie	7	30 yds	1 creature	V, S, M
Dimensional Anchor	1	10 yds/lvl	1 creature	V, S
Divination	1 turn	0	Special	V, S, M
Dragon Scales	7	0	The caster	V, S, M
Elemental Control	1 rd	10 yds + 10 yds/level	1 elemental	V, S
Exorcise	1-100* turns	1	1 creature or object	V, S, M
Focus*	1 day	10 ft	Special	V, S, M
Fortify*	6	0	Creature touched	V, S, M

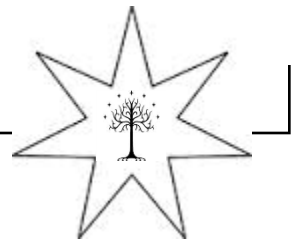
Free Action	7	Touch	1 creature	V, S, M
Heart Blight	7	10 ft/level	1 living creature	V, S
Ice Blade	4	0	4-ft-long, 4-inch-wide field of force	V, S, M
Identify Magical Protections	1	0	10' path, 60' wide	V
Imbue With Spell Ability	1 turn	Touch	Person touched	V, S, M
Join With Astral Traveler	1 turn	0	The caster	V, S
Kiss of Torment	7	Touch	Creature touched (size L or less)	V, S
Locate Spirit Animal	1 turn	Special	1 person	V, S, M
Mirage of Despair	4 rds	30 yds	1 creature	V, M
Moonbow	7	0	Creates 1 bow	V, S, M
Neutralize Poison	7	Touch	1 creature or 1 cubic ft of substance/2 lvls	V, S
Omniscient Eye	7	0	The caster	V, S, M
Poison	7	Touch	1 creature or 1 cubic ft of substance/2 lvls	V, S
Protection From Evil, 10' Radius	7	Touch	10-ft radius	V, S, M
Protection From Gas, 5' Radius	1	Touch	5-ft radius	V, S, M
Protection From Good, 10' Radius	7	Touch	10-ft radius	V, S, M
Protection From Lightning	7	Touch	1 creature	V, S, M
Protection From Traps, 5' Radius	1 rd	Touch	5-ft radius around creature touched	V, S, M
Recitation	7	0	60-ft radius	V, S, M
Reflecting Pool	2 hrs	10 yds	Special	V, S, M
Repel Insects	1 rd	0	10-ft radius	V, S, M
Reveal	7	Touch	Creature touched	V, S, M
Sea Form	6	Touch	Creature touched	V, S, M
Spectral Stag	7	0	1 or more creatures	V, S, M

Spell Immunity	1 rd	Touch	1 creature	V, S, M
Suspend Animation	4	Touch	Creature touched	V, S, M
Thunderstroke	7	40 yds + 10 yds/level	1 creature	V, S, M
Tongues	7	0	The caster	V, S
Track Teleport	4	special	1 individual	V, S
Undetectable Lie	7	30 yds	1 creature	V, S, M
Unfailing Endurance	1 rd	Touch	1 creature/lvl	V, S
Uplift*	12 hrs	0	One priest	V, M
Weapon Immunity	7	0	The caster	V, S, M
5th Level				
Animal Summoning II	8	60 yds/lvl	Special	V, S
Anti-Plant Shell	8	0	15-ft diameter	V, S
Atonement	1 turn	Touch	1 person	V, S, M
Blaenther's Bowls	1 rd	20 yds	Special	V, S, M
Blessed Abundance	1 rd	Touch	1 cubic ft/lvl	V, S, M
Cause Critical Wounds	8	Touch	1 creature	V, S
Commune	1 turn	0	Special	V, S, M
Commune With Nature	1 turn	0	Special	V, S
Consequence	1 rd	0	Special	V, S, M
Create Minor Helm	1 turn/level	10 yds	1 item	V, S, M
Cure Critical Wounds	8	Touch	1 creature	V, S
Dead Magic Shield	8	0	Creates shield, 2-ft diameter	V, S
Dimensional Translocation	3	60 yds	1 creature	S
Dispel Evil	8	Touch	1 creature	V, S, M
Dispel Good	8	Touch	1 creature	V, S, M
Eternal Flame	8	Touch	1 item or body not exceeding twice the caster's own body	V, S, M

Faith Armor	8	0	volume in size The caster	V, S, M
False Seeing	8	Touch	1 creature	V, S, M
Flame Strike	8	60 yds	5 ft radius x 30 ft column	V, S, M
Gaseous Form	8	0	The caster	S, M
Impregnable Mind	1	Touch	Creature touched	V, S
Insect Plague	1 turn	120 yds	180 ft x 60 ft cloud	V, S, M
Level Advancement	1 turn	0	Caster	V, S, M
Magic Font	1 hr	Touch	Special	V, S, M
Meld*	1 turn	10 yds	One priest	V, S, M
Moonbeam	7	60 yds + 10 yds/lvl	5 ft radius + special	V, S, M
Plane Shift	8	Touch	1 creature (special)	V, S, M
Protection From Fiends, 10' Radius	5	Touch	10-ft radius	V, S, M
Quest	8	60 yds	1 creature	V, S, M
Rainbow	7	120 yds	Special	V, S, M
Raise Dead	1 rd	30 yds	1 person	V, S
Regenerate Critical Wounds	8	Touch	Creature touched	V, S
Rising Rot	8	10 yds/level	1 creature	V, S, M
Shatter Circle	8	10 yds + 10 yds/level	Special	V, S, M
Slay Living	1 rd	30 yds	1 person	V, S
Spiderform	2/target	Touch	1 creature/level	V, S, M
Thoughtwave*	1	0	Special	V, S
Threefold Boon	8	Touch	1 being	V, S
True Seeing	8	Touch	1 creature	V, S, M
Unceasing Vigilance of the Holy Sentinel	1 turn	0	5-ft-radius sphere	V, S, M
Undead Regeneration	8	Touch	1 undead	V, S

6th Level

Aerial Servant	9	10 yds	Special	V, S
Air Tread	9	Touch	Creature touched	V, S, M
Animal Summoning III	9	100 yds/lvl	Special	V, S
Animate Object	9	30 yds	1 cubic ft/lvl	V, S
Anti-Animal Shell	1 rd	0	10-ft radius	V, S, M
Blade Barrier	9	30 yds	5-60 ft sq	V, S
Command Monster	1	60 yds	1 creature	V
Conjure Animals	9	30 yds	Special	V, S
Crown of Brilliance	9	Touch	Special	V, S, M
Curse of the Everbleeding Wounds	8	Touch	Creature touched	V, S, M
Curse of the Revenancer	8	Touch	1 living creature	V, S, M
Find the Path	3 rds.	Touch	1 creature	V, S, M
Forbiddance	6 rds	30 yds	60-ft cube/lvl	V, S, M
Harm	1 rd	Touch	One creature	V, S
Heal	1 rd	Touch	One creature	V, S
Heroes' Feast	1 turn	10 yds	1 feaster/lvl	V, S, M
Lose the Path	3 rds.	Touch	1 creature	V, S, M
Saturation	6	Touch	One creature	V, S, M
Sol's Searing Orb	6	30 yds	One gem	V, S, M
Speak With Monsters	9	30 yds	The caster	V, S
Spiritual Wrath*	1 turn	300 yds	Special	V, S
Stone Tell	1 turn	Touch	1 cubic yd	V, S, M
The Black Circle*	6 turns	0	Special	V, S
The Great Circle*	6 turns	0	Special	V, S
Wall of Thorns	9	80 yds	One 10-ft cube/lvl	V, S



The Everything (The Father or Mother of All, Emperor-Over-the-“Sea,” Eru Ilúvatar, High-god, יהוה, Nameless one)

Symbol: A Crown with 7 stars, a tree with 7 stars; 7 pointed Star.

Alignment: Lawful good

Home Plane: Above All; “Over-the-Sea”

The god of everything represents all godly attributes. It is usually the god of a monotheistic culture, and the creator of all worlds and the only true god in existence. This potent deity only rarely shows itself and when it does it often chooses a messianic figure that will be most understood in a culture at a time. The Emperor-Over-the-Sea prefers to allow servants-beings and lesser powers have dominion to do its unseen will. The god of everything is known by many names across existence. Eru Ilúvatar for instance, is the elvish name for god. The difference between Corellon Larethian the High Elven god is that Ilúvatar is the single omnipotent creator who sang the multiverse into existence, but has delegated most actions within Eä, the Ainur, and “god-like” entities including Corellon Larethian were made and put to the task of shaping many spheres of existence. Eru is the One God, and some enlightened cultures understand this fact. Most Elves, of course, believe in Eru Ilúvatar, for they recognize that the Valar arose out of the One's Flame Imperishable (like all lesser spirits). Thus, most Elven groups practice monotheism. Those that do not are usually ignorant Moriquendi (particular Avari) or are corrupt.

Aside from the enlightened, Men are less likely to embrace the worship of one, all- powerful God. Mortal-having short life spans and relatively little written history-are too far removed from the Elder Days to possess the knowledge found among the Quendi. Where monotheistic Men reside, the specific form of their beliefs are rarely accurate; instead, they reflect the culture's unique experience. These peoples typically view their one God in the same way Elves might look upon their patron or, more commonly, they perceive their one deity as a manifestation of Darkness. Eru is an important figure and is alluded to as "the One." For example, the people of Krynna know the Father as the Highgod of Krynna who designed the multiverse. He wrote his thoughts in the Tobril, the book of all knowledge. To achieve his plans, he created powerful beings to do his works and these were called gods, who though powerful, were not as great as the Highgod. In some places it is called the nameless one while in others it is simply referred to as the great architect of the multiverse. In many worlds the pantheons, angels or 'The Holy Ones' were the first of the creations of everything, born of its thoughts which even now do his works.

Priests of this god see other gods as workers for the High god and will more often than not work with other clerics as a matter of course. They will persuade whole populations that all other gods are lesser beings doing the work of Father, however will always give respect to the chief deity as a designated holy one of the Everything. This god power is just as likely to be male as female; both and neither. The priests of this god can aspect are generally on good terms with the priests of the philosophies of the divinity of mankind and good, for these are philosophies and not gods. The priests of this god dislike the priests of all renegade gods, fallen ones, but also pity priests of the philosophy of evil.

Aslan the Great Lion, Nobanion King of the Beasts, Son of the Emperor-Over-the-Sea, **לַשׁוּעַ**, Χριστός, Neheed (Greater Deity)

ARMOR CLASS: -10

MOVE: 36"

HIT POINTS: 500

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2x 8-80 (+ 14) or 4-40 (+ 14)

SPECIAL ATTACKS: Breath of Aslan

SPECIAL DEFENSES: +5 weapon to cause damage

MAGIC RESISTANCE: 85%

SIZE: Variable

ALIGNMENT: Lawful good

WORSHIPER'S ALIGN: Good to Neutral

CLERIC/DRUID: 36th level cleric/36th level druid

FIGHTER: 20th level ranger

MAGIC-USER: 36th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: Nil

S: 25 I: 25 W: 25 D: 25 C: 25 CH: 25



Symbols: Rampant Lion; lions head with a sun mane; Sun Cross with 7 pointed Star.

Home Plane: Aslan's Country, "Over-the-Sea," Undying Lands: No one really knows where the Everything resides or what the term over-the-sea really means but Aslan refers to it as his gateway to his Father, the Emperor-Over-the-Sea. Aslan is somewhat divided between the prime material and his spiritual home. Aslan is said to have nine names but not all of them are given at any one time.

There is always a separation between Aslan and his followers, no matter how strong his bond is to them. He is not like them—he is a deity, and he has tremendous responsibility on his shoulders. Sometimes even during times of happiness and celebration, he would rather take a back seat and observe. He is content enough to know that his people are happy, and often chooses solitude for himself. He comes and goes as he pleases and as he is needed, disappearing for great lengths of time. Aslan can inspire love and devotion from all that know him.

There are several very rare manuscripts that also make reference to an Emperor-Over-The-Sea, whose son Aslan is said to be a conduit to mortals. The Emperor-over-the-Sea is also linked to the Elven word for the Father of All; Eru Ilúvatar of Middle-earth, in His separation from His creation, or considerable the equivalent to the Father of all.

Aslan is a mystery to many—he is the “Son of the Emperor-Over-the-Sea,” but other than that, and more than that, little else is known of him. Aslan’s Song is the first thing to come into being in that world, and his song creates the land and sky and sea. He breathes life into this world, creating living plants and animals. Aslan is said to be one of the oldest real deities, present at the birth of the material plane. He is simultaneously a deity of Justice in the mould of Forgotten Realms’ Tyr, a deity of nature who cares for the wild through servants like Silvanus and a deity of celebration and Known as Nobanion on Toril. Some call him Neheod, the Two Who are One, is a divinity of twin aspects, mortal and immortal, that joined together to become a single entity. Creator and created, Neheod represents all sides of all things. All-knowing and all-understanding, he ultimately shows mercy and love for all that exists. Aslan is the patron of many a race and creed and talking beasts in particular. He values and celebrates all life, but would unhesitatingly sacrifice his own for the cause of good or divine law. Aslan is the creator of all; his song gave life to the void. He has the power to bestow gifts upon other gods, such as giving powers to the Valor. Aslan is known to appear and disappear as he is needed, and he is, to some extent, an omnipresent being through the Father. Being an everlasting aspect of the creator “Son of the Emperor-Over-the-Sea,” there are heavy implications that Aslan is, in known on many planes as the messianic incarnation of the Father of all. Above all else, Aslan is loving and merciful. But he is also fiercely protective of those he holds dear. When he is needed, he will fight to protect them. He has lead Narnia in battle on more than one occasion and become the sacrifice for those on other worlds. When he does materialize, his sheer size and strength are his favored tools, and woe to anyone who falls on the business end of his powerful jaws, however with his special relationship with others one would be more likely to find Oden, Thor, Corellon Larethian or any other deity of good that will take up Aslan’s cause depending on the situation. The Valar will protect him at all costs and although unseen, will never be too far. Many times, a planets Great Hierophant will come to Aslan’s aide before allowing Aslan himself to become involved, but if a situation warrants it, Aslan will vanquish evil. Many clerics evoke the words of Aslan when they too have to fight, “For this purpose the Son of the All was manifested, that he might destroy the works of the evil ones!”

Aslan appears as an adult male barbary lion in the prime of life. He is said to be able to change size, ranging from the size of an ordinary lion up to the size of the largest bull African elephant. It is suggested that Aslan's shapeshifting abilities may go far beyond that but he chooses to remain a lion. Aslan enjoys watching his people dance and sing in times of peace and prosperity. Nothing fills Aslan with more joy than to see someone turn from wicked ways, when all is peaceful, there’s nothing a lion enjoys more than dozing in the sun. He doesn’t usually explain himself to others, and many feel left in the dark.

The origins of the name Nobanion and the reasoning for Aslan showing himself on more worlds still remain a mystery. Some stories tell that he along with the Ainur sung the world into being, he selects several beasts and grants them the power of speech so that they may act as Guardians of the Beasts. His nine names can be invoked only by those with faith and his name passes through many legends and eventually reaches all spheres and planes.

A few centuries ago Aslan known as Nobanion there, appeared in the Forgotten Realms as an “interloper” deity. He was responsible for driving most of Malar's worshipers out of the Vilhon Reach, and the Black-Blooded Pard has sworn vengeance on Nobanion. He is now known as Nobanion beginning to find followers elsewhere in the multiverse. Recently, events have sealed The Aebirlands and the Hunting Grounds from Narnia, meaning part of the Pridelands is now inaccessible, even to Nobanion. This has caused Nobanion to become very concerned and he is moving to investigate. His attention was in the Narnia area when the rest was cut off. Though Aslan hasn’t recognize this yet, this was done by the unsealing a forgotten horror.

Known likes

Divine law, unconditional love, friends and family, courage, laughter

Known dislikes

Vile acts, hatred, uncaring attitudes, cowardice

Clergy and Temples

Aslan has a myriad of formal and informal clergy or temples, holy places are often natural grottos and anywhere where his worshipers often gather to honor his Father's song. Enemies often regard these places as haunted. Some who hear the calling of Aslan may never grace the walls of a temple as they are chosen for specific lifelong missions.

Relationships

Aslan's chief ally and superior in the Narnian pantheon is the Emperor over the Sea. While he will readily ally with others if it suits his goals, and will aid, comfort or encourage even evil creatures with a touch of good left in them, he is not the most reliable ally. He can be counted on to always keep his word and always fight for good, but is otherwise not predictable. Although Aslan has had awareness in all the planes; he is beginning to make his presence known and find followers elsewhere in the multiverse.

Alignment: This deity is lawful good. The priests may be any sort of good alignment. The flock may be of any good to neutral alignment. Minimum Ability Scores: Wisdom 10. Wisdom 16 means +10% experience.

Races Allowed: All.

Nonweapon and Weapon Proficiencies: Required: Religion. Recommended: Reading/Writing, Ancient History.

Weapon Proficiencies Required: None.

Duties of the Priest: Guidance, Marriage, Healing Births and Funerals. Missions of education in populations which don't believe in the Father of All supremacy. Vigilance against evil and decadence.

Weapon and Armor Restrictions: Standard Cleric

Other Limitations: Priests of the God of Everything must wear a priestly vestment whenever they appear in public.

Spheres of Influence:

All major and minor are available from the Everything through Aslan; however clerics are limited to six major and six minor spheres like all other clerics. Aslan will tailor the spheres of a cleric or paladin to his/her personality.

Granted Powers:

Soothing Word (1x per day)

Turn Undead (3x per day)

Calendar Ceremonies

Spring and Fall Equinox

Summer and Winter Solstice

Resurrection Day – (the cross/stone table)

Thanksgiving Feast at harvest time

Festival of seven

Angels day

Expressions of Faith

Prayer: Dawn, Noon, and Sundown. Before every meal

Rituals:

Saturdays – worship service

Spring and Fall Equinox

Summer and Winter Solstice

Resurrection Day

Thanksgiving Feast at harvest time

Festival of seven (candles)

Angels day

Placement of the Temple Keystone

Proselytizing:

Clerics of The Father of All do not actively proselytize and thus Aslan bans proselytism "through force or inducement" out of the belief that each person has a fundamental right to practice their religion freely. Although clerics will freely share their faith with others, offending other religions is against the tenets of a cleric of Ilúvatar/Alsan because it is a common belief that all the 'lesser' gods serve him whether they know this or not. Aslan unlike other powers does not seem to need followers for his power and most clerics that meet people whom want to become clerics must be turned away at least three times before finally accepted. However, The One and Aslan do accept willing converts whom hear their song. Clerics of Aslan often quote the words of the deity "You did not choose me, but I chose you." and "Those Father of all predestined, he also called; those he called, he also justified; those he justified, he will also glorify in Alsan's name."

Symbol:

To demonstrate his devotion, the cleric or paladin is obliged to display the symbol of his faith on his shield, armor, or banner. He may also wear a piece of jewelry, such as a ring or pendant, inscribed with the symbol.

Pilgrimage:

To the One, pilgrimages are all unnecessary. Aslan's opinion is that pilgrimages to a temple, saint's tomb, mountain peak, cemetery, or other sacred location are all but traditions of man. There are said to be great temples with ancient libraries of great importance such as one rumored to be on Cynosure linked to a great and defunct order, that clerics may want to visit however.

Service:

Clerics may be expected to perform a variety of military, ceremonial, and household duties. Clerics of All are expected to defend their faith against the forces of evil. As a minimum, one can expect the clerics to protect churches, monasteries, temples, holy grottos, and innocent creatures from evil attacks, and at times might also seek out and destroy all evil characters and creatures.

Rituals of worship can hold a great deal of importance in the some of the believers of Neheod (for in ritual do we recognize the reality of respect, and a respect for reality). Rituals provide a focus for real action as opposed to just passive thought. Rituals incorporate the use of holy relics, natural grottos, priest-led chants and participation in sacraments, and the observance of sacred rites and formalized prayers.

While this faith accepts the standard definition some define evil more narrowly. This church does not condemn any particular religion as blasphemous. The faith of All believes that all faiths serve the One in various limited ways. Natural beliefs are a great part of the Everything and clerics of Aslan are at ease with druids, although they believe this is just a small aspect of the Father. Other religions that focus on the workers of the Ilúvatar are but immature or misguided focus, however since the father of All grants clerical powers to these religions they consider all good religions allies. Certain gods such as Thoth the Architect of the Universe was given special knowledge and abilities to do the Mother of Alls work and thus his is given great respect by the clerics of the All. Conversely, clerics of the All may tolerate evil as long as it is not actively hurting others, as decided by the individual cleric.

Healing:

Cleric's of Aslan are generally granted extraordinary healing powers and valued not only for their practical applications, but also for their sacred implications. Each healing may be a holy sacrament, proof of the deity's compassion. Clerics must do their best to end any suffering that may find. Generally they will heal and educate local practitioners on how to take care of any sick they find. This is referred to in their order as teaching others how to "fish." These gentle clerics are also obliged to assist at the beginning and end of life. During the delivery of a child, cleric's of the Everything uses soothing words comfort the mother while his touch blesses the new baby with good health. When a high-ranking priest or important member of the congregation nears death, the cleric remains at his bedside, acting as a symbolic escort into the next world.

Behavior: Some behavioral edicts persist merely as tradition, their meaning no longer understood:

All parishioners wear the natural green color robes of the penitent and merciful. Priests, who have given their lives to the church and the knowledge and love of all things which it represents, wear the sacred white of the holy and consecrated. Priest and parishioner alike wear cloth stoles that indicate the season of veneration. During the Festival of Birth, each wears the red stole of creation and nobility. Beliefs Neheod represents all aspects of creation, as well as the creator. Those who believe in and follow his teachings (actually, the teachings the first priests) believe in kindness, truth, justice, and charity. They hold strictly to a philosophy of mercy and forgiveness without exception, because all of creation has aspects of the creator. That said, they also believe in defending those who uphold truth and goodness against those who would cause them harm or represent deception, pain, or corruption.

- The leader of a church must wear red sash
- No violent acts in a church burial ground, unless in defense against evil.
- Must pray before every meal in thanks to the Father of All
- Clerics will always eat last and never in front of others
- Never allows those outside order to see religious tattoos
- Always bathes alone, but must wash religiously everyday

Eru Ilúvatar / Aslan Granted Powers

*Soothing Word, often in the form of a soft song, able to remove fear and influence hostile reactions (Peace, Mercy, and Healing). (1x p/d).

*Turn Undead (3x p/d)

Beliefs:

Must believe with perfect faith that the Great Architect of the Multiverse, Blessed be His Names, is the Creator and Guide of everything that has been created; It has made, does make, and will make all things.

Must believe with perfect faith that the Creator, Blessed be His Names, are One.

Must believe the Everything is the cause or origin of the gods, from whom the messiah is begotten eternally and also from whom the light proceeds eternally.

Must believe with perfect faith that the Great Architect of the Multiverse, Blessed be His Names, has no body, unless he chose to manifest and that He is free from all the properties of matter that it himself has created the laws for.

Must believe with perfect faith that Eru Ilúvatar, Blessed be Its Names, is the first and the last.

Must believe with perfect faith that free will was given as a test, to find those who followed him or the evil ones he allows to act as his tools.

Must believe with perfect faith that the High-god, Blessed be Her Names, knows all the deeds of all beings and all their thoughts, as it is written in the Tobril, "Who fashioned the hearts of them all, Who comprehends all their actions."

Must believe with perfect faith that the Great Architect, rewards those who keep the commandments and punishes those that transgress them in the afterlife.

Must believe with perfect faith in the coming of the Aslan; and recognize his presents on all the plans of existence.

Must believe with perfect faith that there will be a revival of the dead at the time when it shall please the Creator, Blessed be His names, and His song shall be exalted forever "Over-the-Sea." The undying lands.

Saint Nicholas

ARMOR CLASS:	-10
MOVE:	36"
HIT POINTS:	299
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Per Weapon
SPECIAL ATTACKS:	Sleep Magic
SPECIAL DEFENSES:	Magic weapon
MAGIC RESISTANCE:	55%
SIZE:	Medium
ALIGNMENT:	Neutral good
WORSHIPER'S ALIGN:	Good to Neutral
CLERIC/DRUID:	23rd level Druid (Arctic)
FIGHTER:	24th level Paladin (Aslan)
MAGIC-USER:	Nil
THIEF/ASSASSIN:	Nil
MONK/BARD:	Nil
PSIONIC ABILITY:	Nil
S: 18.45 I: 20 W: 20 D: 17 C: 18 CH: 23	



Hit Dice: 152 hp

Initiative: +2 Dex

Speed: 24/Infinite

AC: (+2 Dex, +5 Elven Chain)

Damage: 2 Holy Longwords; Naughty, 1d8 (+2+6 vs. evil); Nice 1d8 (+5 special)

Special Attacks: Spell casting; Smite Evil; Turn Undead

Special Qualities: Aura of Good, Detect Evil, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Remove Disease, Special Mounts

Skills: Concentration (Con) +12, Craft (toymaking) (Int) +28, Diplomacy (Cha) +16, Handle Animal (Cha) +16, Heal (Wis) +14, Knowledge (nobility and royalty) (Int) +2, Knowledge (religion) (Int) +2, Profession (toymaker) (Wis) +27, Ride (Sleigh) (Dex) +12, and Sense Motive (Wis) +23

Climate/Terrain: North

Alignment: Lawful Good

Saint Nicholas, also known as Sinterklaas, Santa Claus, Father Christmas, and Kris Kringle, generally appears as a immense man; tall, buff, and a little rotund with a long, white, curly white beard and mustache, and short, neatly combed hair that is longer in the back. He has bright blue eyes, thick grey eyebrows, and wears a white fur hat with a red hood and white ball at the end; a long red coat with white fur trim, and a red plaid shirt. His boots and belt are black leather with golden buckles. He is often seen smoking a pipe and/or drinking a (very) dark brown, bubbling, sweet smelling liquid from a red labeled bottle. He has the words "naughty" and "nice" are tattooed on each forearm respectively and also carries two holy avengers strapped to his waist when away from home. On Arda, with the traditions of Aragorn Blood Runner Kanan that he learned from Earth he has taken on some elven characteristics. Either way, his clothes and flowing white beard are always the same.

Santa Claus was trained and tutored in magic and is a former toy maker who took up arms against evil. The plane he lived on enslaved elves. Over the years he has fought as a liberator for the fairy folk and, as a result, gathered a small force of elves and gnomes who work for him and assist him in all things. As a reward, Santa Claus was granted a home in the 'West' and immortality.

Santa refused material rewards for his acts in the communities he rescued. Often called upon to slay dragons, he would distribute the dragon's hoard to the villages and towns the dragon terrorized. He found out early that corrupt officials would keep most of the treasures, so he took to distributing the hoards himself at night to good people.

Santa travels in a Sleigh of Flying and his Special Mount is a reindeer. Nine other reindeer help pull the magic sleigh, which requires eight reindeer to fly. Santa also has a huge bag of holding, a suit of +5 elven chainmail, and a pair of matching Holy Swords. The first is named "Naughty" which has a +2 +6 bonus vs. naughty evil types. The second is named "Nice" is a +5 Holy Sword that when a critical hit is achieved, the target must save vs. rods or their alignment becomes good. "Nice" has a 'Int' of 11 and an 'Ego' of 9. Nice will not attack a creature of good alignment.

Santa Claus is generous, kind, friendly, and jolly. He loves a good conversation, good meals, and working with his hands. He is also a master craftsman and toymaker, and can create amazing toys; some of them imbued with magical abilities, as well as invent magical tools and objects. He is particularly protective of children, and threatening a child is one of the few things that can rouse his ire. He is patient with fools and the misguided, but deals harshly with bad-tempered or violent folk. He gives gifts to any children or innocent folk he encounters, and known to help out good minded people in need with small magic items heal, protect, or aid without causing harm to others. He has been known material aid to whole populations who give reverence to Aslan. He and are able to combine magic with his inventions which ends with amazing also has his Naughty and Nice Lists imprinted on his arms, which he can anytime, check to see what child goes on which list. and hardly left the praying to God with an open mind, following the Psalms "I wish to be at threshold of God's home."

He often uses animal friendship to befriend local animals, and then the bond when he has to leave. He even uses awakened pets of children, entrusting them to secretly watch over their two legged He believes goodness should receive rewards, so he always any treasure he receives to the good people in the locality.

Combat

Santa Claus dislikes violence and prefers to deal with opponents using rather than direct action. He casts spells that soothe emotions, charm enemies, negate hostile magic, and remove people from harm's way rather than trying to harm his adversaries. He would much rather divert or distract an opponent, remove himself, his allies, and any innocents from the area, then send a more martial person to deal with the situation.

Santa prefers to convert evil than fighting it, but he is quite capable of dispatching the incorrigible. Saint Nicholas is a strong and powerful man. He is a master swordsman and his skill in swordsmanship is so advanced that Aslan entrusted him with the holy sword Liberator.

Aura of Good: Santa's aura of good

Sight of Wonder: Saint Nicholas has the ability to find the wonder in everything around him which helps him in his creation of toys and inventions. It also boosts his faith in others and resolve, and helps him be jolly and a little childish but gives him a unique insight.

Detect Evil: At will, Santa Claus can use *detect evil*, as the spell.



has been that can to give his helpers results. He handle at church, the

dismisses vulnerable friends. distributes

words

Smite Evil: Santa Clause may smite evil 5 times per day. These special attacks are at a +6 attack bonus and a +20 damage bonus. Santa never accidentally smites a creature that is not evil, because he knows who's been naughty and who's been nice.

Divine Grace: Santa gains +6 to all of his saving throws.

Lay on Hands: Santa can heal himself or others of up to 120 points of damage each day. Alternately, Santa can use his healing abilities to deal damage to undead creatures if he so chooses.

Aura of Courage: Santa Clause is immune to all forms of fear. Santa's allies gain a +4 morale bonus on saving throws against fear if they are within 10 feet of him. This ability always functions for Santa, because he cannot die.

Divine Health: Santa is immune to all diseases, including supernatural and magical diseases.

Turn Undead: Santa Clause can turn undead 9 times per day as a 17th level cleric.

Spells: Santa can cast 4 first level divine spells, 4 second level divine spells, 4 third level divine spells, and 4 fourth level divine spells as a 10th level caster.

Remove Disease: Santa Clause can remove disease 5 times per week.

Mantle of Immortality, bag of tricks, belt of control weather (3/day), boots of spider climbing (as the slippers), bracers of AC 0, cap of all-speaking (understand and speak all languages), cloak of protection +5, Keoghtom's ointment(3), Santa's staff of animals, periapt of wisdom, ring of protection +5, sack of holding, vest of weather resistance (provides cold and fire resistance), pipe

Santa's Staff of Animals: This finely crafted wooden staff is adorned with gold, detailed emerald enamelwork, and bells; it's crowned with a carving of a reindeer. It allows the use of the following spells:

- calm animals
- animal trance
- charm person or animal
- dominate animal
- invisibility to animals
- speak with animals

The Mantle of Immortality was a unique magical item which existed from the beginning, created by the Supreme Master. It could only be bestowed upon a mortal by a unanimous vote of every immortal.

Since the beginning of time, it was suspended midway between earth and sky, within a high dome in a gleaming crypt of gold and platinum, aglow with the soft light of countless gems.

At the end of his life, it was bestowed upon Santa Claus by the Council of Immortals at the behest of Aslan. They took it to his house in the Laughing Valley and dropped it upon him. The Mantle closed about him, sank into the lines of his body, and disappeared from view, becoming an inseparable part of his being.

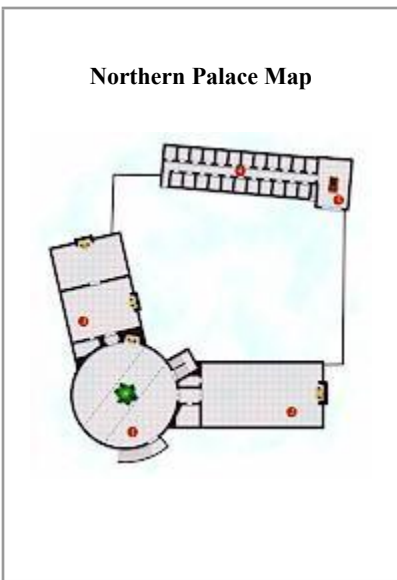
The Northern Palace

In the farthest northern reaches of icy darkness stands a fabulous palace -- the grand home of a mysterious tribe of gift-giving elves. At least, rumors speak of such a place. Great riches and rewards supposedly emanate from the Northern Palace, so surely any party of adventurers will find it a worthy location to seek out.

The rumors are only partly true. While the so-called Northern Palace is indeed home to a famous gift-giver, its principal inhabitants are not elves -- they're gnomes, reindeer, and a couple of elder elves. The Northern Palace serves as the home and workshop of Saint Nicholas the Gift-Giver and his helpers.

Getting There

The Northern Palace is hundreds of miles beyond the farthest extent of civilized habitation -- as far north, it is said, as it is possible to go.



Using the Northern Palace

Dungeon Masters who wish to introduce their group to a nice, cold jaunt north followed by a warm welcome and some time off from the rigors of adventuring may want to include the Northern Palace in their campaign. Some of the options for tying this into your current campaign include the following:

- **Simple Curiosity:** The PCs hear the rumors of a palace filled with treasure to the north, and, being in between adventures, they decide to see if the rumors are true.
- **By Assignment:** Someone has heard that the Northern Palace not only exists, but that it is currently woefully empty due to some malignant force or is now controlled by the vile creature or group of creatures. The gift-giver lord who used to live there may even be dead. The PCs are sent north not only to discover whether the place exists, but also to discover who is currently holding control over the palace. (Perhaps the PCs arrive only to find a couple of very peculiar guests that would normally be at their throats or brains or other extremities and discover these guests are laid-back and quite non-combative. What do the PCs do then?)
- **By Mistake:** A *portal* or *teleport* goes horribly awry, or so the PCs think when they end up in front of the Northern Palace. What will they discover inside? (This option is great if your PCs need some time off to recover from a particularly nasty resource-eating adventure. A fellow guest may be a high-level cleric of Aslan who can assist with any dead compatriots.)

The Palace

The Northern Palace rises from a plain of white. Despite its forbidding, desolate surroundings, the building seems strangely cheerful. A warm glow beckons from its many windows, which are frosted deeply with snow and ice. Dark green wreaths adorn the doors, contrasting with the palace's red trim, and evergreen bunting, iced in a thick layer of fresh snow, hangs beneath deep eaves.

The centerpiece of the palace is a thick, round tower, beneath which a wide vaulted passage leads into an inner courtyard. Massive, blocky buildings form wings to either side of the tower. A large door faces the front. No battlements or defenses are in view.

Within the palace, the atmosphere is warm and comfortable throughout.

Doors: The doors throughout the palace are made of stout wood. None are locked. Although the majority of the palace's inhabitants are gnomes, most doors are generously sized even for humans.

Wooden Doors: 1 in. thick; hardness 5 hp; hp 10; AC 5

Lights: Except where noted otherwise, the palace is cheerfully lit by torches and lanterns throughout.

Heat: The temperature within the palace is magically maintained at a comfortable level of warmth throughout. Many areas feature fireplaces or other heat sources; these seem intended to provide a cheery environment as much as extra heat.

Ceiling Height: Many of the rooms throughout the palace -- especially the large workshops -- are cavernous, with ceilings as high as 30 or 40 feet. In most rooms and passageways, however, ceiling height is 12 feet.

Aura of Sanctuary: The palace is a place of peace. All of its inhabitants are protected by a permanent effect similar to the *sanctuary* spell, except that a separate Will save is required for any attack made against a character or creature residing in the palace. (Succeeding in the save does not allow the opponent to attack normally from that point on.) The effect applies to a resident as long as he or she is within one mile of the palace.

Areas Not on the Map

Several key areas of the Northern Palace are detailed below and on the map, which shows the main floors of the principal buildings. The palace is quite large, however, and not all of it is detailed here. In particular, the ground floor of the main building has storerooms filled with raw materials, food, extra reindeer tack, and similar items. The floors above contain the feasting halls, bedchambers for the Claus family and guests, a magic and the toy lab where new toys and gifts are invented and developed. There is a chapel dedicated to the Everything and the gnome quarters are located in the rear building's several upper floors.



1. Great Foyer

The palace is entered via a huge round foyer, which serves as a gathering area for the inhabitants as well as an entrance hall. Since the main floor of the building sits well above ground level, a large staircase against the side of the tower leads to the front door.

The palace's entry room is an astoundingly luxurious chamber 50 feet across and at least that high. The walls are carved in evergreen patterns and gilded in gold and rich red and green paint. Thick carpets cover the inlaid floor, and a fire roars in a huge hearth opposite the front door.

The room is dominated, however, by a huge tree (An evergreen tree of blessed by Yavanna herself; tea made from its leave heals 4d10 HP and removes 1d8% years of age) that is 16 feet across at the

base and more than 42 feet tall. Toys and trinkets in red, green, and gold, punctuated by tiny candles that glow cheerfully among the evergreen branches, richly adorn the tree.

Any creature entering by the front door becomes the target of an effect similar to the *sanctuary* spell, except that each attack against the target requires a separate Will save (succeeding in the save does not allow the opponent to attack normally from that point on). This is the same effect that applies to the inhabitants of the Northern Palace.

Any character arriving as an expected guest might find a gift with his or her name on it under the tree. (A gift any non-evil guest -- expected or not -- will already be there if they were expected.)

New Magic Item

Yule Log: This large log burns warmly and brightly when set afire. When burning, once per day it functions as if it were the center of a *holy aura* spell, granting all the benefits of that spell to the 15 closest creatures within a 20-foot-radius burst.



The *yule log* burns down to a small fragment after 24 hours. However, if that fragment is saved when the fire is put out and later used as kindling to start a new fire with a regular log (weighing at least as much as the original *yule log*), the new log becomes the *yule log*.

2. Gnome Workshop

This high, bright room would be cavernous if it weren't stuffed with all manner of gears, conveyer belts, catwalks, and machinery. Scores of long, low tables are scattered throughout the room. In the bright light of scores of lanterns, small figures clad in red and green move about, busy at tasks of small construction. Some chatter among themselves, others sing, but the clatter of their work and the ever-churning machinery all about them overwhelms their voices.

Here, in one of the several workshops in the compound, the gnomes toil merrily at their vocation: making toys. The annual demand is staggering, and shifts of toymakers are on duty 24 hours a day, every day of the year.

Creatures: At any given time, several gnome toymakers are at work in the workshop. The gnomes are friendly folk, and although surprised at the appearance of any strangers, most guard no secrets and all are happy to show off their work.

Tactics: Although a few individuals are somewhat secretive about their work, the toymakers generally welcome any visitors with enthusiasm. Anyone new to the gnome workshop is treated to a frantic and disjointed (but very enthusiastic) tour of the facility and piled up with samples of toy wagons, hobby horses, dolls before he or she can escape the room.

3. Candy Cane Shop

A sweet, minty smell fills the air in this brightly-lit chamber. Numerous large vats filled with thick, bubbling liquid -- some milky, some bright red -- sit on raised hearths. Overhead, the high space is crisscrossed with conveyer like chains, from which dangle thousands of red-and-white-striped, cane-shaped confections.

No Christathalas day would be complete without candy canes, and this is their mystical source. Enormous vats cook up the thick, sugary goo from which the canes are made. They are rolled, cut, and formed on tables scattered in and among the vats, then hung to dry on the many chains that haphazardly cross the vaulted ceiling.

The palace's main kitchen, another huge room filled with the scents of good food, adjoins the candy cane shop.

Creatures: Several gnome cooks toil merrily at their tasks here.

Gnome Toymakers & Cooks

Gnome Toymakers: Male or female gnome. HD 6d6+6; (1d2-1, unarmed strike); AL NG; Str 8, Dex 10, Con 12, Int 15, Wis 12, Cha 11.

Skills: Profession (toymaker), Alchemy, Appraise, Craft (any), Craft (metalworking), Craft (toy making), Disable Device, Hide, Knowledge (architecture and engineering), Knowledge (history -- toys), Listen, Use Rope

Gnome Cook: Male or female gnome. HD 6d6+6; (1d2-1, unarmed strike); AL NG; Str 8, Dex 10, Con 12, Int 15, Wis 12, Cha 11.

Skills: Profession (Cook), Herbalist, Alchemy, Craft (cooking), Baking, Heal, Hide, Knowledge (nature), Wilderness Lore;

Spell-Like Abilities: 1/day -- *dancing lights, ghost sound, prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute). Caster level 1st; save DC 10 + spell level.

Gnome Traits: A gnome toymaker has infravision 60'. He or she also has a +2 racial bonus on saving throws against illusions, a +1 racial bonus on attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants. A gnome toymaker also has a +2 racial bonus on Listen checks and a +2 racial bonus on Alchemy checks. Ability Score Adjustments for Santa's gnomes: +2 to Dexterity; -1 to Strength; -1 to Wisdom

Tactics: Anyone attempting to sneak a candy cane is in for a harsh reprimand from the sharp-eyed cooks. Anyone asking nicely, however, is welcome to a candy cane -- but no more than one per person per day.

Gnomes of note:

Head Gnome:

The Head Gnome is actually not a gnome at all, but a sentient arctic fox. Snowball is extremely talented at coordinating the needs of the gnomes and does her job well. Snowball is from Narnia and is an ardent believer in Aslan. Aslan has given her the wisdom and foreknowledge to know how to direct the gnomes and which toys they should make.

Head Chef:

Buddy

The Baker:

Ernest J.

The Dentist:

Hermey

The Wizard:

Kal the Smiling Mage

The Silver/Gold Smith - Jeweler:

Cornelius

4. Reindeer Stables

The large building at the rear of the courtyard is dominated on the ground floor by the reindeer stables.

A long, wide corridor stretches some fifty paces or more, and the air within is touched with the sweet scent of straw and heavy animals. A dozen large dutch doors line either side of the corridor; most have their top halves open. Through these open doors, large stalls are visible. Each is hay-strewn and features an ornate feed trough and water barrel. At the eastern end of the corridor, an eerie red glow emanates from one of the open doors.

Nicholas's sleigh reindeer are kept here. Each has its own stall, which is a large, comfortable chamber befitting an intelligent, well cared-for creature.

Creatures: Nearly twenty Awakened reindeer (they are now magical beasts instead of animals) live here -- not just the star performers, but a number of backup reindeer, as well. During the day, some rest in their stalls, but many spend their days playing games in the palace courtyard. The names of each one of the good natured reindeer are Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, and Blitzen with Rudolph & Clarice with Racer, Pacer, Fearless, Peerless, Ready, Steady, Feckless, and Speckless.

Medium-size magical beast; HD 4d8+4,

Equipment: Harness of protection +5.

5. Sleigh House

The large, dim chamber is lit only by small, high windows coated heavily with frost. A pair of large double-doors lead, apparently, out into the courtyard, but they are currently barred. Row after row of tack and harness hang from pegs in the wall, but the primary feature of the room is the huge form in its center, that sits silently shrouded in heavy tarps.

Removing the large tarps reveals an enormous sleigh. Some 10 feet wide and 20 feet long, it is twice the size of a conventional snow sleigh.

New Artifact

Saint Nicholas the Gift-Giver's Sleigh: This finely-crafted sleigh is painted bright red with green trim and gold filigree. At the front is a large, padded bench seat; behind it is a cargo area capable of holding copious bags of gifts.



Any creature harnessed to the sleigh gains the ability to fly (as the spell) for as long as it is so harnessed. The sleigh flies with the creature in the same manner as it would be pulled along the ground.

The sleigh grants the driver the ability to cast *time stop* and also can open portals to anywhere in the world. This effect can be cast any number of times, but only during the night of December 25th.

6. Garden of Yavanna

Just outside the palace there is a lush and beautiful garden. Despite being surrounded by a plain of cold and ice, plants of all sorts here flourish. There are several animals here, many of which are sentient. Evil aligned creatures feel uncomfortable in the presents of Mother Nature's warmth and love, yet are a missed save vs. magic compels them to yearn for more. Clearly seen in its center is a small Chapel of Aslan.

7. Chapel of Aslan

A small chapel dedicated to Aslan sits in the middle of the garden of Yavanna. It is simple yet elegant. It is here that Saint Nicholas quietly communes with his god. This area is much bigger on

the inside than it is on the out and is a conduit to any world in the Colestria. It consists of an alter, a stone table, and pews enough to seat 60 people. It has a basin that is always filled with holy water and has stain glass windows that depict the many aspects of Aslan throughout the planes. Any evil creature within its walls must save vs. magic every round or suffer the full knowledge of their wrong doings. If there is a failed save, that creature has a 10% 'accumulative' chance to shift his/her alignment to good. All creatures within its walls feel at ease and are completely unable to cause harm in anyway.

Elven Guards

Although there has never been a need for fighting within the walls of Santa's palace, two eleven arctic rangers, Alfarin and Jarngerd Adigard live at the palace to ensure the security of the surrounding area. They are of elder elf stock, exceedingly old and have been granted immortality as long as they guard the palace. They are a childless couple and take special care for any orphans. If meet, they are extremely giving and kind, but they do take their ward seriously. The thing that makes them so efficient is that every arrow they carry is an elf high magic arrow of sleep. No matter the race or type of the target a successful hit results in a save vs. magic with no magic resistance advantage or suffer sleep for 1d4 days. They will then teleport the target back to its origin after using powerful forget magic. Jarngerd has an Arctic cat that is very tame and very overweight that she spoils like her own child.

Alfarin Adigard: R24, HP 150, S: 17 I: 14 W: 17 D: 19 C: 18 CH: 17

Jarngerd Adigard: R24, HP 139, S: 12 I: 16 W: 17 D: 19 C: 18 CH: 18

Magne Asgeir is the Seneschal, also of elder elf stock was one of the enslaved elves that Saint Nick freed. He is the chief Artificer and keeper of the palace schedule. It may be because many guests meet him first there are so many legends of Santa's elves. He is indeed organized and makes sure the palace is always in order. There are many unseen servants that keep everything tidy and many magic's in place to ensure security.

Magne Asgeir: M30, HP97, S: 11 I: 22 W: 20 D: 19 C: 16 CH: 17

The Seneschal's wife is a comely eldritch elf named Kirioldis. She is almost always the first one visitors meet. Like the Seneschal she may also be the origin of Santa's wife. Saint Nicholas however remained remarkably chaste and treats everyone in the palace including the guests like his own children. Kirioldis is known for making cookies with the elves and preparing toys with her husband Magne. She is a calm, kind, and patient elf that will tend to all guests comforts.

Kirioldis N/A HP12, S: 9 I: 15 W: 16 D: 18 C: 18 CH: 21



Kilter is an immortal and a former servant

Aslan. He was assigned to assist Santa Claus and always accompanies him on his annual Christmas journey.

Kilter is known as the "silent and swift", and has been referred to as a pixie but he is clearly a Red panda from Narnia. He is a quiet fellow who seldom speaks, but he can pass through walls and closed doors. It is his duty just before Christmas to gather up the notes and letters from children to Santa Claus. He is deadly accurate with a bow and carries the same arrows as Alfarin and Jarngerd Adigard.

S: 18.45 I: 20 W: 20 D: 17 C: 18 CH: 23

The Guardians

Santa's palace is surrounded with semi-domesticated polar bears. Saint Nick's elves have managed to create a friendship with the local bears that seem fond of the food the elves give them, especially some of the gnomish brews. It is said that there is a giant sized yeti that lives in the vicinity of the palace and will protect it vigorously. It is also rumored that the snow around the palace.

